Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method for synchronizing [[the]] transfer of sequence numbers over a digital network, wherein an expected sequence number is compared to a received sequence number to determine if the received sequence number is acceptable, wherein a sequence number is acceptable if [[it]] the sequence number is within a group of sequence numbers defined with respect to the expected sequence number, the method comprising:

determining first and second sequence numbers for communication from a sender, the first and second sequence numbers being in a range from a minimum value to a maximum value, wherein a value difference between the first and second sequence numbers is greater than one, and wherein neither the first sequence number nor the second sequence number has a value of one;

sending [[a]] the first sequence number to a receiver, wherein the receiver includes an unknown expected sequence number;

sending [[a]] the second sequence number to the receiver, wherein the first and second sequence numbers have values such that a subsequently sent starting sequence number is guaranteed to be ~~accepted~~ acceptable by the receiver regardless of [[the]] a value of the unknown expected sequence number in the receiver; and

sending the starting sequence number to cause a resetting of the receiver to the starting sequence number, the starting sequence number being equal to one.

2. (Previously Presented) The method of claim 1, wherein at least one of the sequence numbers is transferred with associated data.

3. (Original) The method of claim 2, wherein the sequence number and associated data include a packet.

4. (Currently Amended) The method of claim 1, wherein the ~~sequence numbers have values within a predetermined range, wherein the range includes a minimum value and a maximum~~ value difference between the first and second sequence numbers is approximately one third of the range.

5. (Currently Amended) The method of claim 4, wherein the first sequence number has a value that is approximately one-third of the maximum value in the range, and wherein the second sequence number has a value that is approximately two-thirds of the maximum value in the range.

6. (Previously Presented) The method of claim 5, wherein each sequence number is 16 bits, wherein the range is from 0 to 65535.

7. (Original) The method of claim 6, wherein the first sequence number has the value 21845 and wherein the second sequence number has the value 43690.

8. (Original) The method of claim 4, wherein the first sequence number has a value that is approximately one-half of the maximum value, and wherein the second sequence number has a value that is approximately the maximum value.

9. (Previously Presented) The method of claim 8, wherein each sequence number is 16 bits, wherein the range of each of the sequence numbers is from 0 to 65535.

10. (Original) The method of claim 9, wherein the first sequence number has a value of 32768 and wherein the second sequence number has a value of 65535.

11-16. (Canceled)

17. (Currently Amended) An apparatus for resynchronizing packets transferred in a digital network, wherein a packet includes a sequence number, the apparatus comprising:

at least one processor;

a computer-readable storage device including instructions executable by the at least one processor for:

determining first and second packet sequence numbers for communication from a sender, the first and second packet sequence numbers being in a range from a minimum value to a maximum value, wherein a value difference between the first and second packet sequence numbers is greater than one, and wherein neither the first sequence number nor the second sequence number has a value of one;

sending [[a]] the first packet sequence number to a receiver, wherein the receiver includes an unknown expected packet sequence number;

sending [[a]] the second packet sequence number, wherein the first and second packet sequence numbers have values such that a subsequently sent starting packet sequence number is guaranteed to be ~~accepted~~ acceptable by the receiver regardless of [[the]] a value of the unknown expected packet sequence number in the receiver; and

sending the starting packet sequence number to cause a resetting of the receiver to the starting packet sequence number, the starting sequence number being equal to one.

18. (Currently Amended) The apparatus of claim 17, wherein [[a]] the maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-third of the maximum value, and wherein the second packet sequence number has a value of approximately two-thirds of the maximum value.

19. (Currently Amended) The apparatus of claim 17, wherein [[a]] the maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-half of the maximum value, and wherein the second packet sequence number has a value of approximately the maximum value.

20. (Currently Amended) A computer-readable storage device including instructions executable by a processor for resynchronizing packets transferred in a digital network, wherein a packet includes a sequence number, the computer-readable storage device comprising:

determining first and second packet sequence numbers for communication from a sender, the first and second packet sequence numbers being in a range from a minimum value to a maximum value, wherein a value difference between the first and second packet sequence numbers is greater than one, and wherein neither the first sequence number nor the second sequence number has a value of one;

sending [[a]] the first packet sequence number to a receiver, wherein the receiver includes an unknown expected packet sequence number;

sending [[a]] the second packet sequence number, wherein the first and second packet sequence numbers have values such that a subsequently sent starting packet sequence number is guaranteed to be ~~accepted~~ acceptable by the receiver regardless of [[the]] a value of the unknown expected packet sequence number in the receiver; and

sending the starting packet sequence number to cause a resetting of the receiver to the starting packet sequence number, the starting sequence number being equal to one.

21. (Currently Amended) The computer-readable storage device of claim 20, wherein [[a]] the maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-third of the maximum value, and wherein the second packet sequence number has a value of approximately two-thirds of the maximum value.

22. (Currently Amended) The computer-readable storage device of claim 20, wherein [[a]] the maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-half of the maximum value, and wherein the second packet sequence number has a value of approximately the maximum value.

23. (Canceled)

24. (New) The method of claim 1, further comprising determining a next sequence number after the starting sequence number as equal to two.

25. (New) The method of claim 1, further comprising incrementing each subsequent sequence number after the resetting of the receiver by one over a previous sequence number.

26. (New) The method of claim 3, wherein the packet corresponding to the first sequence number is without a payload.

27. (New) The method of claim 3, wherein the packet corresponding to the second sequence number is without a payload.